

the dialogue box is brought forwards that option is selected. In one embodiment the option is selected by bending the display so that the option is moved backwards relative the plane of the display.

[0172] In one embodiment a dialogue box offers more than two options and an option is selected by bringing that option forwards (or backwards depending on implementation or user choice). This may necessitate two double direction double bends, see FIG. 5*f*. For example, should a dialogue box be displayed providing the three options, listed in order being displayed, “Save”, “Open” and “Cancel” a user could select the middle option “Open” by bending the display so that the option “Open” is brought forwards.

[0173] The bends can also be differentiated depending on between which sides the foldline is laid. Possible directions are from top to bottom, from side to side, from top to side or from bottom to side.

[0174] The direction in this aspect is different from the direction of the bend itself. From now on the direction of the bend will be understood to be the direction in which the display 403 is bent and will only have the directions up or down. The direction of the foldline is the direction of a line along which the display is bent and will have the directions top to bottom, side to side, top to side and side to bottom. These directions being taken in relation to the front face of the display 403.

[0175] It is also possible to vary a bend as has been shown in FIG. 4*d*.

[0176] In an embodiment where a bend may continuously change or vary the definition of the functionality associated with the bend and release events described in relation to FIG. 4 will be described below.

[0177] If a bend event is associated with the action select, the following varying of the bend may result in a moving action. In this context a moving action is understood to be an action of moving the graphical object.

[0178] In an alternative embodiment a time out is active for a bend and if a bend is kept substantially constant for a predetermined time equaling the time out a time out function is executed. In this embodiment several graphical objects can be selected by moving a foldline and keeping it steady over each graphical object for the pre-specified time out period.

[0179] In an alternative embodiment the release event is also defined to be select which would allow a user more precision to steer the foldline before making a selection.

[0180] If a bend is initiated with a foldline intersecting one graphical object and terminated with a foldline intersecting another graphical object these two objects are to be combined in a manner as defined by their associated functions as has been described above with reference to FIG. 4*d*.

[0181] The associated definition of the functions for the bend and release events can be associated with the graphical actions or the sides of the display 503 or other areas of the display 503 where the bend is initiated and/or terminated.

[0182] It is not only the position of the foldline that is decisive for which action is to be taken. The resulting shape of the device can also be used to determine which action is to be taken or which function should be executed.

[0183] FIG. 6*a* shows a flowchart of an embodiment. In a first step 610 a bend is detected and a foldline is determined in a second step 620 and checked in a third step 630 to see if any graphical objects are intersected by the foldline. If so, such graphical objects are selected and an associated function is executed in a last step 640.

[0184] It should be noted that the foldline may be varied before an intersection is finally determined.

[0185] FIG. 6*b* shows an alternative where a release event is detected in a step 636 which event is the triggering event for performing an associated function. By using the release event as a triggering event a user is able to more accurately select a desired graphical object as the bend can be varied to select a different graphical object before executing an associated function.

[0186] FIG. 6*c* shows an alternative where the associated function is selected among a plurality of available functions depending on a bending criteria, such as for example a detected direction, a detected angle and a detected bending speed, as has been discussed above with reference to FIGS. 4 and 5. The criteria also include the dependencies between one or more graphical objects selected.

[0187] FIG. 6*d* shows an alternative where further bends are detected to select further graphical objects through a transition 635 from step 630 to step 610.

[0188] FIG. 7*a* shows an example of the teachings here in can be utilized in a mobile phone 700 according to an embodiment. The mobile phone 700 has an earphone 702 and a display 703. A virtual key 704 is displayed on the display 703 along with an output in the form of a visual notification 713 stating that an incoming call is waiting. In this example the call is from a contact named John. The notification may be accompanied by a different output such as sound or vibration.

[0189] A controller (not shown) is configured to determine if a bend is detected and if so check if a graphical object (704) is intersected by a foldline. In this example a bend is detected along a foldline 711 intersecting the virtual key 704 being a graphical object, see FIG. 7*b*. The associated function with the graphical object 704 and associated with a bend is to answer the call and this function is thus executed. A user can thus answer an incoming call simply by rolling the phone 700 or bending it into a position where it rests in a hand. This is an action that is highly intuitive to use.

[0190] This is an example of where a graphical object's associated function is different depending on whether it is selected by a keypress or by being intersected by a foldline. In this example the virtual key 704 is displayed with a label saying “REJECT” indicating that the associated function would be to reject the incoming call. This is however the associated function with the event of pressing the touchdisplay in the area occupied by the graphical object. Not the function associated with a bending event.

[0191] Bending the phone from top to bottom in this manner to accept a call has an additional advantage in that the phone 700 itself acts as a shield for the earphone 702 and a microphone (not shown) thus shielding the environment from the sound from the earphone and shielding the microphone from surrounding noise.

[0192] Alternatively the call can be accepted by rolling the phone or bending it as a phone so that the earphone 702 and the microphone are placed in proximity to a user's ear and mouth possible being in substantially the same plane. This has the advantage that the earphone and microphone is arranged close to the user's ear and mouth which reduces the noise level in the forthcoming conversation. The bend in this embodiment would be along a foldline going from side to side.